

PATENT ABSTRACTS OF JAPAN

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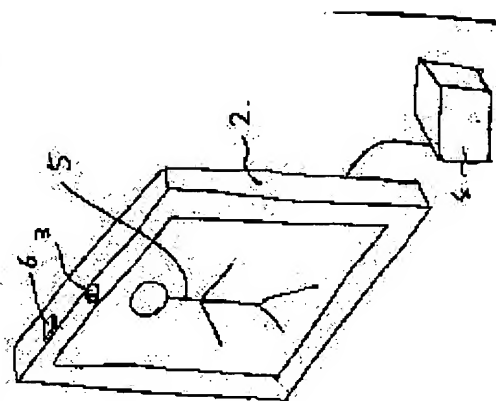
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(54) WHOLE BODY ACTION INPUT TYPE GAME AND EVENT DEVICE

(57)Abstract:

PROBLEM TO BE SOLVED: To improve the site presence feeling of a game by detecting a movement of a player, and changing a mate movement displayed on a mate display means by determining a mate movement or damage corresponding to the movement.

SOLUTION: A movement of a player 1 is captured by a camera 3 to be sent to a device main body 4 in almost real time. The device main body 4 arithmetically operates a movement or damage of a virtual opponent (a virtual character) 5 corresponding to the movement of the player 1 in almost real time on the basis of this movement. The movement of the opponent 5 is displayed on a display 2 according to the operation result. For example, when a straight punch delivered toward the opponent 5 by the player 1 excellently hits the face of the opponent 5, a state of the punched opponent 5 is arithmetically operated in real time to display a state of bending largely backward or being knocked down on the display 2. Thus, the site presence feel can be improved.



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 CLAIMS

[Claim(s)]

[Claim 1] Whole body operation input type the game and event equipment which are characterized by providing the following. The player movement detection means for detecting the hand of a player, or the movement of a leg. The partner display means for displaying "the partner of imagination" of a player on a screen. It asks for the partner movement for asking for a partner's movement or damage corresponding to the movement of the aforementioned player etc. based on the information which shows the movement of the player from the aforementioned player movement detection means, and is a means. Display-control meanses, such as partner movement for changing a partner's movement which asks for the aforementioned partner movement etc. and is displayed on the aforementioned partner display means based on the information from a means.

[Claim 2] The whole body operation input type game and event equipment which are characterized by having a damage ** means to ask for the part and size of a damage which a player should receive by the movement of the above "the partner of imagination" further in a claim 1.

[Claim 3] The game and event equipment for two or more players which are in a remote place mutually participating in events, such as one game characterized by providing the following, or a game, through a network, and performing a game or an event as a partner mutually. The player movement detection means for detecting the hand of a player, or the movement of a leg. the partner display means for displaying "the real partner" (the others -- the player) of a player on a screen information which shows the actual movement of the player from the aforementioned player movement detection means. the partner damage ** means for asking for the part and size of a damage which the above "a real partner" (others -- a player) should receive based on the information which shows the actual movement of "the real partner" (the others -- the player) of the aforementioned player

[Claim 4] the whole-body operation input type game characterized by to include the player damage ** means for asking for the part and the size of a damage which the aforementioned player should receive in a claim 3 based on the information which shows movement with the still more nearly actual player from the aforementioned player movement detection means, and the information which shows the actual movement of "the real partner" (the others -- the player) of the aforementioned player, and event equipment

[Claim 5] The whole body operation input type game and event equipment which are the somesthesia grant means attached in the piece place of the body of a player, or two or more places, and are further characterized by having a somesthesia grant means for giving predetermined somesthesia to a player in a claim 2 or 4 when a player should receive a predetermined damage by movement, such as an attack from the partner in a game.

[Claim 6] It is the whole body operation input type game and event equipment which are made to generate the oscillating force predetermined in the aforementioned somesthesia grant means in a claim 5 and which are a thing.

[Claim 7] It is the whole body operation input type game and event equipment which are made to generate the press force predetermined in the aforementioned somesthesia grant means in a claim 5 and which are a thing.

[Claim 8] It is the whole body operation input type game and event equipment which display the real map image which the aforementioned partner display means picturizes the movement of the partner of the aforementioned actual existence on real time mostly as a picture of "a real partner" displayed on the screen in a claim 3, and is

transmitted and which are a thing.

[Claim 9] It is the whole body operation input type game and event equipment which display the character picture which is a character picture which moves to the movement of the partner of the aforementioned actual existence mostly corresponding to real time as a picture of "the real partner" as whom the aforementioned partner display means is displayed on the screen in a claim 3, and is expressed by animation, computer graphics, etc. and which are a thing.

[Claim 10] It is the whole body operation input type game and event equipment which are characterized by what is been the camera with which the aforementioned player movement detection means picturizes the movement of a player in either to claims 1-9.

[Claim 11] It is the whole body operation input type game and event equipment which are characterized by what is been the detection means of operation attached in the body part of plurality [set to either of the claims 1-9, and / means / player movement detection / aforementioned], such as a wrist of a player, and an ankle.

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DETAILED DESCRIPTION

[Detailed Description of the Invention]

[0001]

[The technical field to which invention belongs] this invention relates to whole body operation input type the game and event equipment suitable for the event equipment which many viewers can participate from remoteness in the game equipment of the type which can input the movement of the whole body of a player suitable for business-use waging war, battle, fighting game machine, etc., the live program of television, etc., and can hold the same game etc.

[0002]

[Description of the Prior Art] Conventionally, in a game center etc., there are some against which a player (a game person, operator) plays a match in boxing, kick boxing, etc. against the virtual character on the screen of a game machine. For example, JP,6-315552,A (it takes in in this book as a quotation) will have proposed carrying out an image processing, like the face of the partner of the imagination displayed on the display is distorted, if a player hits **** before a display. Moreover, the game equipments (racing game etc.) which give the somesthesis of vibration etc. to a player and raised the presence of a game conventionally according to advance of a game are proposed. for example, JP,7-250970,A (it takes in in this book as a quotation) -- a player -- a dress-like gel suite -- dressing -- voltage predetermined to a gel member -- impressing -- gel -- the game equipment which adjusts the viscosity of a member and adjusted the difficulty of moving of a player is proposed Moreover, the system which carries out waging-war games, such as the game of go, to remote others and remote real time is conventionally proposed through networks, such as the Internet. For example, the system by which a user minds a network in virtual amusement-park environment, and, as for JP,9-146743,A (it takes in in this book as a quotation), communicates and has a dialog on other users and real time on real time is proposed.

[0003]

[Problem(s) to be Solved by the Invention] However, for example, in waging-war and grapple / battle game, when the waging-war partner and player on a screen fight, the function in which the movement of the whole body of a player is mostly inputted into advance of a game on real time, and a battle and a grapple with a waging-war partner can be performed does not exist in conventional game equipment at all. this invention takes in the movement of the whole body of a player to advance of a game mostly on real time, and aims at offering the whole body operation input type game equipment which can raise the presence of a game. Moreover, this invention aims at offering the game equipment which can give predetermined somesthesis mostly to real time in the body of a player according to advance of a game.

[0004]

[Means for Solving the Problem] (Definition) It sets to this invention and is a player movement detection means (this "player movement detection means"). For example, by picturizing a user's (player) movement by ** CCD camera ** When the small gyroscope sensor attached to a user's body and an acceleration sensor combine Or it constitutes by deciding the 3-dimensional position coordinate of each part grades, such as hand and foot of a player, based on change of the magnetic field which attaches a magnetic transmitter in a player and is interlocked

with the movement of a player combining ** MAG transmitter and a magnetometric sensor. "The system for motion captures which downloads human being's movement to a computer" better known than before is used. In addition, next, the report "the metering-device two DIN which is a 3-dimensional coordinate utilizes development magnetic field strength" of Nihon Keizai Shimbun as of June 1, 1998 is quoted as one example of the technology for realizing the above-mentioned "player movement detection means". "The two DIN (Sagamihara-shi, Kanagawa, President Wood Ken-ichi 0427-74-1741) of measuring instrument development developed the equipment which measures human being's movement etc. on a 3-dimensional coordinate in collaboration with Professor ***** Oichi of the Tokyo agriculture-and-manufacturing size. the electromagnetism of plurality [magnetic sensor / which was attached to the measuring object object] -- the structure which senses the magnetic field strength generated from a coil, and pinpoints a position The need for [which downloads human being's movement to a computer] motion captures is expected. the developed equipment -- the four corners of a rectangular wooden flask -- electromagnetism -- it constitutes from magnetic dispatch, a magnetic sensor, etc. which attached the coil Three coils which measure the triaxial data of X, Y, and Z are attached to the magnetic sensor. electromagnetism -- if a magnetic field occurs with a coil -- current feeble in each coil in a sensor -- flowing -- the electromagnetism of the strength of power to each coil -- the distance from a coil is measured The position and sense of a sensor are deduced based on this data. four electromagnetism after attaching a sensor in a place to measure [human body] in fact -- a magnetic field is generated in turn from a coil, it measures, and movement is reproduced on a personal computer screen Although optical was in use conventionally as for such a metering device, it has not measured, when it hid in shade by bodily movement. It is said that new equipment has the advantage which can be measured even if it becomes shade, since magnetic field strength is used. "

Moreover, in this invention, the head-mounted display of a goggles type, a glasses type, and a helmet [for example,] type is sufficient as a "partner display means." Moreover, you may make a 3-dimensional picture output to space using hologram technology.

[0005] Claim 1 The player movement detection means for detecting the hand of a player, or the movement of a leg, The partner display means for displaying "the partner of imagination" of a player on a screen, it asks for the partner movement for asking for a partner's movement or damage corresponding to the movement of the aforementioned player etc. based on the information which shows the movement of the player from the aforementioned player movement detection means. A means, whole body operation input type the game and event equipment which are characterized by including display-control meanses, such as partner movement for changing a partner's movement which asks for the aforementioned partner movement etc. and is displayed on the aforementioned partner display means based on the information from a means.

Claim 2 The whole body operation input type game and event equipment which are characterized by having a damage ** means to ask for the part and size of a damage which a player should receive by the movement of the above "the partner of imagination" further in a claim 1.

Claim 3 Two or more players which are in a remote place mutually participate in events, such as one game or a game, through a network. The player movement detection means for being the game and event equipment for performing a game or an event as a partner mutually, and detecting the hand of a player, or the movement of a leg, with the partner display means for displaying "the real partner" (the others -- the player) of a player on a screen The information which shows the actual movement of the player from the aforementioned player movement detection means, with the partner damage ** means for asking for the part and size of a damage which the above "a real partner" (others -- a player) should receive based on the information which shows the actual movement of "the real partner" (the others -- the player) of the aforementioned player ***** -- the whole body operation input type game characterized by things, and event equipment

a claim 4 The whole-body operation input type game characterized by to include the player damage ** means for asking for the part and the size of a damage which the aforementioned player should receive in a claim 3 based on the information which shows movement with the still more nearly actual player from the aforementioned player movement detection means, and the information which shows the actual movement of "the real partner" (the others -

- the player) of the aforementioned player, and event equipment.

Claim 5 The whole body operation input type game and event equipment which are the somesthesis grant means attached in the piece place of the body of a player, or two or more places, and are further characterized by having a somesthesis grant means for giving predetermined somesthesis to a player in a claim 2 or 4 when a player should receive a predetermined damage by movement, such as an attack from the partner in a game.

Claim 6 It is the whole body operation input type game and event equipment which are made to generate the oscillating force predetermined in the aforementioned somesthesis grant means in a claim 5 and which are a thing.

Claim 7 It is the whole body operation input type game and event equipment which are made to generate the press force predetermined in the aforementioned somesthesis grant means in a claim 5 and which are a thing.

Claim 8 It is the whole body operation input type game and event equipment which display the real map image which the aforementioned partner display means picturizes the movement of the partner of the aforementioned actual existence on real time mostly as a picture of "a real partner" displayed on the screen in a claim 3, and is transmitted and which are a thing.

Claim 9 It is the whole body operation input type game and event equipment which display the character picture which is a character picture which moves to the movement of the partner of the aforementioned actual existence mostly corresponding to real time as a picture of "the real partner" as whom the aforementioned partner display means is displayed on the screen in a claim 3, and is expressed by animation, computer graphics, etc. and which are a thing.

Claim 10 It is the whole body operation input type game and event equipment which are characterized by what is been the camera with which the aforementioned player movement detection means picturizes the movement of a player in either to claims 1-9.

Claim 11 It is the whole body operation input type game and event equipment which are characterized by what is been the detection means of operation attached in the body part of plurality [set to either of the claims 1-9, and / means / player movement detection / aforementioned], such as a wrist of a player, and an ankle.

[0006]

[Embodiments of the Invention] Operation form 1. drawing 1 is drawing showing the game equipment for developing the waging-war grapple type game (game [game / of kick boxing] against "the waging-war partner (character of imagination) of imagination" on a screen) by the operation form 1 of this invention. The large-sized display whose 2 1 constitutes a player and constitutes game equipment in drawing 1, The camera which 3 is attached in this display 2 and picturizes the movement of a player 1, The main part of game equipment with which 4 controls the display screen of the aforementioned display 2 based on the computer program for data and the predetermined games beforehand recorded on memory and data from the aforementioned camera 3 (computer), the waging-war partner (it is desirable to display the virtual character of the almost same size as a player 1) as whom 5 is displayed on aforementioned dace SUPUI -- it comes out in this operation form 1, a player 1 attaches a "mark member" equipped with the emitter which emits what colored the color which serves as marks, such as red, at a total of six places of both the wrists a and b, both the ankles c and d, Neck e, and Fuselage f, and a predetermined light. a camera 3 -- a total of six aforementioned marks of a player 1 -- it is made to catch the movement of the whole body of a player 1 by picturized and catching movement of a member (actual -- a total of six aforementioned marks -- the main part 4 of equipment guesses and is made to reason movement of the whole body of a player 1 from the movement of a member)

[0007] The movement of the player 1 caught with this camera 3 is mostly sent to the main part 4 of equipment on real time. Based on the movement of this player 1, mostly, the main part 4 of equipment calculates the movement or the damage of "waging-war partner [of imagination] (virtual character)" 5 corresponding to the movement of this player 1 on real time, and displays the movement of the waging-war partner 5 according to the result of an operation on a display 2. For example, by a player 1 letting out straight punch toward the waging-war partner 5, when it is what should be well hit to the waging-war partner's 5 face (based on the speed and the angle of punch)

The main part of equipment calculates mostly the "condition of the phase point partner 5 after receiving punch" on real time, and displays on the screen of a display 2 the result of an operation ("figure of the waging-war partner who bends backward greatly back in response to punch, or is downed back"). Moreover, for example, when the speed of punch of a player 1 is slow, "the figure of the partner of the imagination which defends avoiding punch of the player 1 etc." is displayed on a display 2 as the result of an operation of the main part 4 of equipment.

[0008] Moreover, with this operation form 1, small somesthesia equipment is attached in both the wrists a and b of a player 1, both the ankles c and d, both the cheeks g and h, and Fuselage f apart from the aforementioned mark member, respectively. Each of these somesthesia equipments make the damage given to a player 1 feel according to the movement of the waging-war partner 5 on a screen. Each of these somesthesia equipments contain a power supply and a piezoelectric device. The main part 4 of equipment is game advance process, and calculates mostly the size of the body part which a damage should produce in a player 1, and its damage which should be produced on real time. And the main part 4 of equipment transmits the size of the body part which the damage by the calculation result produced, and a damage to each somesthesia equipment with an infrared signal from the transceiver section 6 (it prepares for the display 2). This infrared signal contains the data in which the size of the body part which the damage produced, and a damage is shown. Only the somesthesia equipment which each aforementioned somesthesia equipment receives this infrared signal, and is in a corresponding body part generates predetermined somesthesia (vibration or press force).

[0009] Namely, for example, the waging-war partner 5 on a screen lets out punch aiming at the body (fuselage f) of a player 1. When a player 1 is not able to defend the punch well (whether the player 1 has defended well) The main part 4 of equipment which the main part 4 of equipment judges with the image pick-up data from the aforementioned camera 3 calculates that the serious damage arose on the fuselage f of a player 1, and transmits the infrared signal which shows that from the transceiver section 6. This infrared signal is received by the somesthesia equipment attached in the fuselage f of a player 1, the voltage from a power supply is impressed to a piezoelectric device by the predetermined switching means in somesthesia equipment, and a piezoelectric device generates a predetermined vibration. It is made for vibration of this piezoelectric device to vibrate so more greatly that the damage which the aforementioned main part 4 of equipment calculated be serious. Moreover, since the aforementioned main part 4 of equipment is always carrying out the monitor of the movement of a player 1, if a player 1 can defend well punch of the waging-war partner 5 on a screen, the somesthesia equipment attached in the part of Fuselage f will not operate. Moreover, temporarily, when a player defends in the near portion of the wrist a of a right arm to punch of the waging-war partner 5 on a screen It judges that some damages generated the main part 4 of equipment on the right arm of a player 1 based on the movement of the player 1, and the infrared signal which shows that is transmitted, with the somesthesia equipment attached in the right-hand neck a of a player 1, a little vibration is generated and somesthesia is given to a player 1.

[0010] In addition, although the aforementioned somesthesia equipment has adopted what impresses voltage to a piezoelectric device and gives a predetermined vibration with this operation form, the composition of those other than this is also possible in this invention. For example, the small heater which expands a small air bag (bag which enclosed air or the predetermined gas), and this air bag as somesthesia equipment in an instant is made to build in, a heater is turned on in an instant based on an infrared signal, an air bag is expanded, and you may make it give the predetermined press force to the body of a player 1.

[0011] As mentioned above, with this operation form 1, it responds to the movement of the whole body of a player 1. While calculating on real time mostly and displaying the result on real time mostly as imagination's movement or damage of a waging-war partner, imagination's on a screen movement and damage of the waging-war partner 5 since it is made to make a player feel the damage in quest of the part and size of the damage which should receive a player based on the movement of the player to attack operation and it from the waging-war partner of imagination on a screen -- very -- interest -- the deep high fighting game of presence can be offered

[0012] The movement of a member is picturized and caught (the technique of of the "motion picture" currently used for work of the CG (CG) work from the former). in addition, the mark whose player 1 attached the

aforementioned camera 3 in both wrists, both ankles, etc. in this operation gestalt 1 -- Although it is made to reason the movement of the whole body of a player 1 based on the data from the aforementioned camera 3 with the main part 4 of equipment, the whole body of a player is picturized with the aforementioned camera 3, and you may make it a camera 3 detect the movement of the whole body of a player 1 directly in this invention.

[0013] Operation gestalt 2., next the operation gestalt 2 of this invention are explained. Although this operation gestalt 2 of as fundamental composition as this operation gestalt 1 is the same, the meanses for catching the movement of the whole body of a player 1 differ. With the operation gestalt 2, the position coordinate and the detecting element of operation which ask for the position coordinate and operation to the reference point decided beforehand are attached in a total of six body parts of both the wrists a and b of a player 1, both the ankles c and d, Neck e, and Fuselage f. In order that this position coordinate and a detecting element of operation may detect the move angle (direction) of for example, each aforementioned body part, it has the infrared transmitting section for carrying out radio transmission of the data caught by the gyroscope sensor, the acceleration sensors which ask for speed, acceleration, etc. of operation, and these gyroscope sensors and acceleration sensors, and **. It is received in the transceiver section 6 attached in the display 2, and the infrared signal from this position coordinate and a detecting element of operation is sent to the main part 4 of equipment. Other composition and other operation are the same as that of the operation gestalt 1 fundamentally.

[0014] Operation gestalt 3. drawing 2 is drawing showing the operation gestalt 3 of this invention. This operation gestalt 3 is the game equipment that two persons' players (real human being) which are in the remote ground mutually carry out a battle and grapple of kick boxing etc. for another side to real time mostly through networks, such as the Internet, as "a real waging-war partner" mutually. The large-sized display which 11 has in a player and 12 has in the view of this player 11 in drawing 2, The camera for 13 picturizing the movement of a player 11 and 14 The main part of equipment, The picture which shows the movement of the player (real person) 21 which is in the below-mentioned remote ground by the picture which shows "the real waging-war partner" displayed on the screen of a display 12 mostly to real time by the real map image "A waging-war partner's picture" of this actual existence may (only be hereafter expressed as) real "waging-war partner." The Internet (public correspondence network) to which, as for 20, the main part 14 of equipment was connected, the player to which 21 is in the remote ground (real partner), The large-sized display which 22 has in the view of this player (real partner) 21, The camera for 23 picturizing the movement of a player (real partner) 21, the picture (a "waging-war partner" may only be expressed for this "a waging-war partner's picture" below) which shows the movement of the above-mentioned player 11 mostly to real time by the real map image by the picture 24 indicates the main part of equipment, and the waging-war partner as whom 11a was displayed on the screen of a display 22 to be -- it comes out

[0015] Although this operation gestalt 3 is partially [as the operation gestalt 1] common The waging-war partner of the actual existence displayed on the display 12 of a player 11 in sight At the point which is the person (player 21) of the actual existence which is in the remote ground, and is the real map image which shows the movement of the player (real partner) 21 of the person of this actual existence mostly to real time it differs from the operation gestalt 1 (the partner of imagination by whom the waging-war partner 5 displayed on a display 2 was beforehand stored in the program for games, and data with the operation gestalt 1, i.e., the character picture of imagination, -- it comes out) That is, with this operation gestalt 3, the movement of two persons' players (person of actual existence of both sides) 11 and 21 which are in remoteness mutually is picturized with each cameras 13 and 23, respectively, and the on-the-spot photo image is mostly transmitted to real time mutually through the Internet 20 at the main parts 14 and 24 of equipment of another side. The main part 14 of equipment displays mostly the real map image (movement, such as letting out punch, is included) of this partner player (real partner) 21 of the transmitted remoteness on real time at a display 12. Moreover, the main part 14 of equipment acts as the monitor of the movement of a player 11 based on the data from a camera 13. Therefore, the main part 14 of equipment can ask now for the existence and the size of the damage which should be given to each body part of a player 11 based on the data (real map image data) of the movement of the waging-war partner player 21 transmitted from the aforementioned remote main part 24 of equipment, and the movement data of the player 11 obtained from the data

from the aforementioned camera 13. And in this operation gestalt 3, the damage which each of this called-for player (a player 11 and its partner player 21) received is displayed on some screens where each player has countered by the character or the picture (it is still more desirable to also output voice). Moreover, with this operation gestalt 3, each players 11 and 21 have attached small somesthesis equipment in each body part of both the wrists a and b, both the ankles c and d, Neck e, Fuselage f, and both the cheeks g and h, respectively. Based on the data of the movement of the aforementioned player 11, and the movement of the aforementioned remote player (real partner) 21, mostly, the aforementioned main part 14 of equipment asks real time for the body part of the damage of a player 11, and its size, and transmits it to the somesthesis equipment which is from the infrared transceiver section 16 in each body part. Corresponding somesthesis equipment receives this infrared signal, generates a predetermined vibration or the press force, and impresses predetermined somesthesis in a player 11. The remote aforementioned main part 24 of equipment also performs the almost same operation as the main part 14 of equipment, and makes the partner player (real partner) 21 sense predetermined somesthesis for real time mostly. [0016] Therefore, it is ***** that the two-person player from which it is mutually separated on a remote background carries out games, such as a grapple of kick boxing etc., for each other to real time as a battle partner (real partner) mostly according to this operation form 3. Mostly, since the damage which each should receive by an attack, defense, etc. of punch etc. at this time is felt by real time at both bodies, it can perform the high battle game of presence. [of each other] In addition, although the waging-war partner who displays on each displays 12 and 22 is used as the real map image of the player of the remote ground with this operation form 3 this invention is not restricted to this and displays the character picture (what was drawn by animation, computer graphics, etc.) of imagination. "You may be made to interlock movement of the character picture with the movement of the players 11 and 21 of remote actual existence on real time" mostly. This transmits the real map image data of the remote player (real partner) 21 to the main part 14 of equipment. If the main part 14 of equipment makes the movement of the remote player (real partner) 21 analyze based on this real map image data and moves a character picture based on the analysis data After all, real time will be interlocked with mostly and the character on a screen will move to operation of the remote player (real partner) 21.

[0017] In addition, although the case where two persons' player which is in the remote ground held the game of grapples, such as boxing, or a game was shown, this operation form 3 is not restricted to this, and this invention is the audience participation program of television, for example, can be used for it also as equipment for event services both directions type [for the televiewer of many remote grounds participating and holding one game and game]. [0018]

[Effect of the invention] As mentioned above, in this invention, since the movement of the whole body of a player can be inputted, it can be made to be able to respond to it and a screen display of the movement (movement, such as receiving a damage or avoiding the attack of a player in response to the movement of a player) of "the partner of imagination" can be carried out when performing games, such as a grapple with "the partner of imagination" on a screen, the game and event which are full of presence become possible. Moreover, in the grapple with "the partner of imagination" on the aforementioned screen etc., since it asks for the damage of the player by the attack from the partner of imagination and the somesthesis corresponding to this damage was mostly given to real time at the player, presence and interest, such as a fighting game and an event, can be raised further. Moreover, in this invention, since it is made to give the somesthesis corresponding to [ask for the damage of a player from the movement of real time mostly, and] the damage of a player and "a real partner" to a player when performing events, such as games, such as a grapple with remote "real partner", and a game, the remote game and remote event with a partner of actual existence of the ground can be performed more with presence.

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DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]

[Drawing 1] It is drawing showing the operation gestalt 1 of this invention.

[Drawing 2] It is drawing showing the operation gestalt 3 of this invention.

[Translation done.]

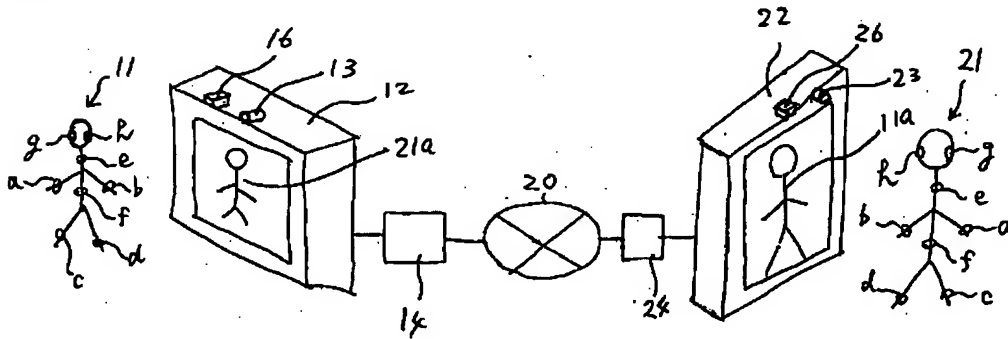
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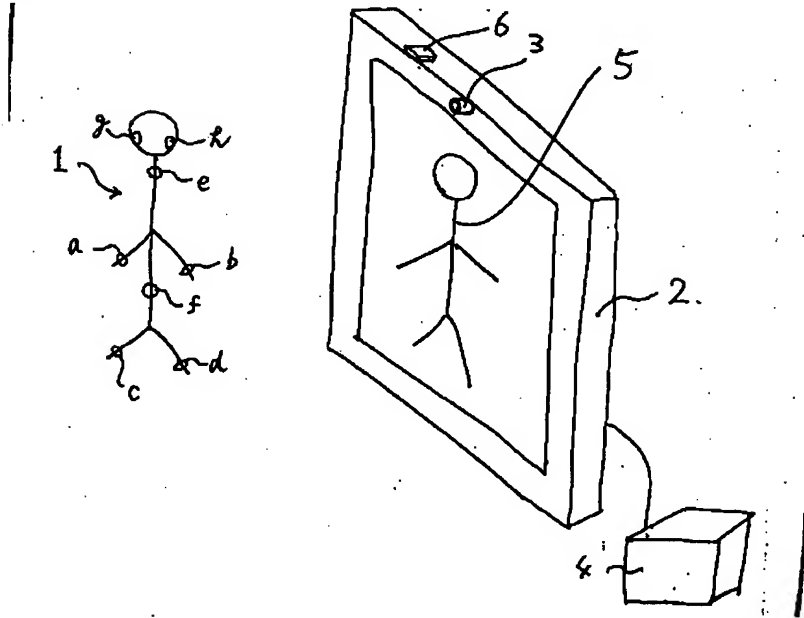
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DRAWINGS

[Drawing 2]



[Drawing 1]



[Translation done.]